Might and Magic

COMPENDIUM

THE AUTHORIZED STRATEGY GUIDE TO GAMES I-V

NEW WORLD COMPUTING, INC.

CAROLINE SPECTOR

MAPS, STRATEGIES, TIPS, AND SECRETS FOR THE AWARD-WINNING COMPUTER GAMES

WITH SPECIAL INSIGHTS FROM THE SERIES CREATOR, JON VAN CANEGHEM

Computer Games/
Role Playing

**WELCOME TO YARN, CRON, TERRA, AND XEEN—
WORLDS BEYOND YOUR IMAGINATION!**

Learn everything you need to know to solve every quest in Isles of Terra, Clouds of Xeen, and Darkside of Xeen. With this comprehensive compendium of hints, secrets, and strategies you get.

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- **EVERY SECRET PASSWORD**
- **STATISTICS FOR EVERY MONSTER AND SIGNIFICANT ITEM**
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You'll learn how to get around all the traps and beat the most powerful monsters. Best of all, you'll learn "quick start" techniques for all the games that will raise your power levels as fast as possible. This is the book that tears the lid off your favorite fantasy role playing series and puts YOU in charge!

Fully illustrated with screen shots and maps. Plus stunning, full page illustrations by noted fantasy artist **Jim Nelson** (*Shadowrun, BattleTech*)

SPECIAL BONUS!

Exclusive interview with Might and Magic creator **Jon Van Caneghem.** Learn the sources of inspiration for the series, the overall story that guides the direction of each game, and revealing insights into the mind that created it all.

CAROLINE SPECTOR

is the coauthor of *Ultima: The Avatar Adventures* (Prima) and author of *Ultima VII and Underworld: More Avatar Adventures* (Prima).

Secrets of the Games
An Imprint of Prima Publishing

ISBN 1-55958-325-4

0 86874 00325 5